

CROQUET

Instructions

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Equipment

This game comes with the following hire equipment:

- 4 wooden croquet mallets
- 4 coloured wooden croquet balls
- 6 metal hoops
- 1 centre peg
- 4 coloured flags with poles
- 1 wooden box

Safety First



Caution

The mallets and balls are made from hard wood and players should be aware of what is happening around them. To minimise the risk of people coming into contact with moving mallets or balls, ensure the game is set up away from areas of pedestrian traffic. Children should be supervised when using this game.

The box when filled with the mallets, balls, hoops, peg, flags and poles, weighs 19.5kg. Please ensure you lift within your own limits.

Please act responsibly for your own safety and the safety of others.

About Croquet

Croquet is believed to have its origins during the 17th-century, when the French game palle-maille was introduced to Great Britain and was often played in London’s Pall Mall. From that moment on it was said that only tobacco smoke spread faster through the British Empire.

Croquet was the first outdoor sport to embrace equality, with both sexes playing on an equal footing.

The sport has a particularly strong following in the U.K, U.S.A, New Zealand and Australia and every four years these countries play for the MacRobertson Shield.

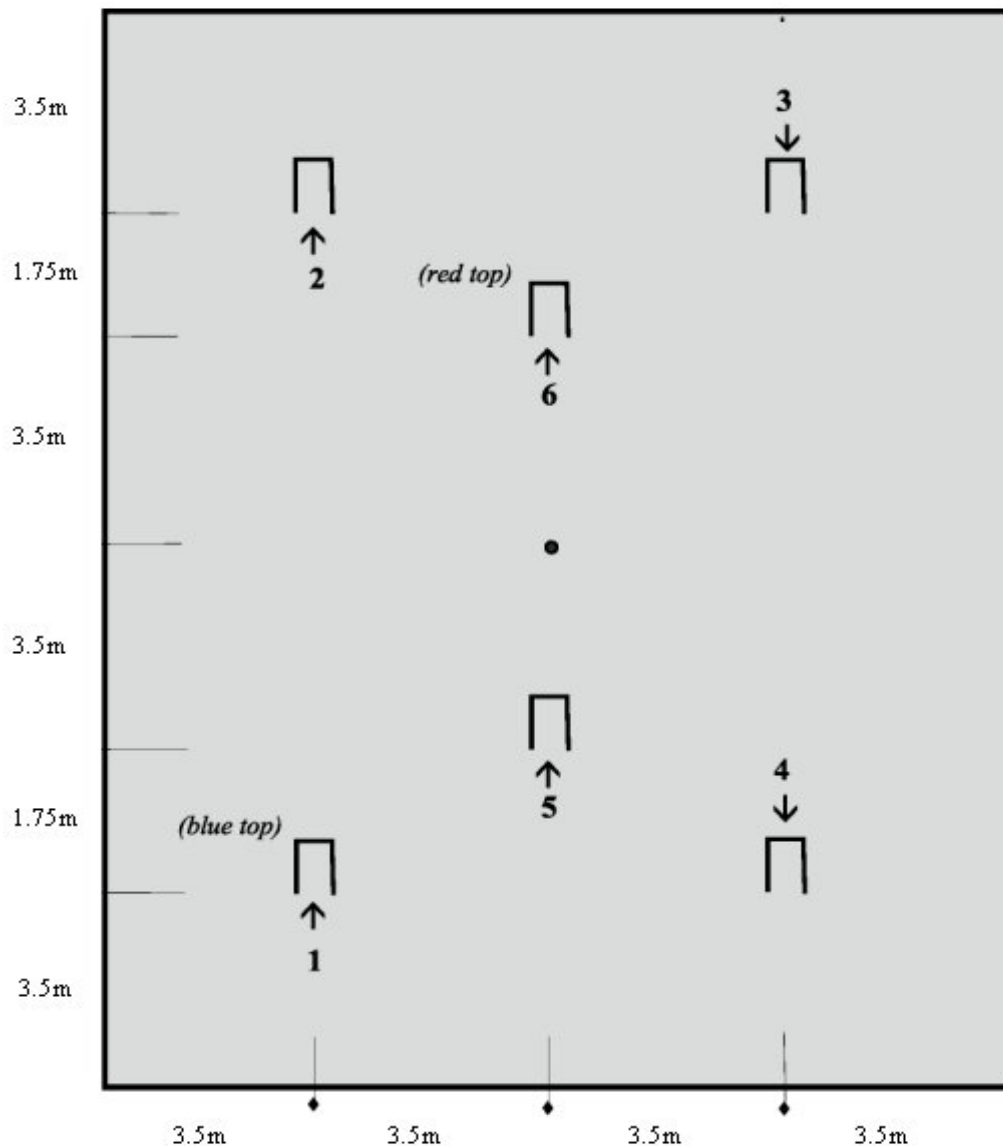
Set up Instructions

Playing area

- You will need an area of short mown grass. Traditionally croquet games are played in an area measuring 17.5m (57ft) by 14m (46ft) but a smaller area can be used to suit the lawn available.

Setting up the croquet game

- The diagram shows where to position the hoops and centre peg.
- The four flags should be used to mark the boundary of play.
- In doubles, each player plays only with one colour ball.
- In singles, each player has two colour balls, but plays only one colour in any one turn.



How to Play

Aim of the Game

- The game is played between two sides, and each side has two balls. The sides are made up of either one player each side (singles) or two players each side (doubles). In doubles, each player plays only with one colour ball. In singles, each player has two colour balls, but plays only one colour in any one turn.
- The object of the game is to be the first side to complete the course of play.
- The course of play is shown in the diagram. Each of the side's two balls must pass through six hoops in the lawn, in the correct order, and in the correct direction, and finally hit the central peg.

Starting the Game

- A toss decides which side starts.
- Play starts from an imaginary line one mallet's length in from the boundary near the first hoop.
- Balls are played by striking them cleanly with the end face of a mallet.
- The first ball is hit into the lawn from the start line.
- In the next three turns, the other three balls are played into the lawn from the start line.

Playing the Game

- Once all balls are in play, at the beginning of each turn, the side chooses which of its two balls to play in that turn. The same ball is then played until that turn ends.
- To start the turn, the player whose ball it is has one shot. After that shot the turn ends, unless extra shots have been earned. When there are no extra shots to play, it is the other side's turn.

Earning Extra Shots

- You can earn extra shots in two ways:
 - By scoring your ball's next hoop in order, earning one extra shot.
 - By striking your ball so that it hits one of the other three balls (a "roquet"), earning two extra shots.
- If you earn two extra shots, the first of these extra shots (the "croquet shot") must be taken in contact with the ball that has been hit. To do that you pick up your ball and place it anywhere around the ball that has been hit. When you play the shot you strike only your ball, but both balls must move. The second extra shot (the "continuation shot") is then played from where your ball ends up after the croquet shot.
- From the beginning of your turn until you score a hoop, you are entitled to hit each of the other three balls once only in order to earn these extra shots. But as soon as you score a hoop for your ball, the count is reset.

Ball Off the Lawn

- If any ball goes beyond the boundary, it is immediately replaced one yard (a mallet's length) in from the boundary nearest to the point where it went off the lawn, and play continues.

Finishing and winning the game

- A side wins the game by scoring twelve hoops and two pegs, that is to say six hoops and the peg with each ball, or by being ahead when the agreed time is up.

Adapted from Paul Wolff's simplified version of the U.K. Croquet Association's Rules.

Pack up Instructions

1. Please remove excess water and surface dirt from the equipment before packing away into the container provided.
2. Please use the equipment list on the first page to check that all the equipment is returned.
3. Please tell us if there is any damage to any of the equipment or if any parts have been lost.